



YES

TAIR



Attack Rolls Table (All Monster)

| Creature's Hit Dice | Armor Class Hit | | | | | | | | | | | | | | | | | | | |
|---------------------|-----------------|-----|-----|-----|-----|-----|-----|-----|-----|----|----|----|----|----|----|----|----|----|----|----|
| | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Normal Man | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| Up to 1 | 1 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 1+ to 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 2+ to 3 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 3+ to 4 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 4+ to 5 | *0 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 5+ to 6 | *1 | *0 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| 6+ to 7 | *2 | *1 | *0 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| 7+ to 8 | *3 | *2 | *1 | *0 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 8+ to 9 | *4 | *3 | *2 | *1 | *0 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| 9+ to 11 | *5 | *4 | *3 | *2 | *1 | *0 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11+ to 13 | *6 | *5 | *4 | *3 | *2 | *1 | *0 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 13+ to 15 | *7 | *6 | *5 | *4 | *3 | *2 | *1 | *0 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 15+ to 17 | *8 | *7 | *6 | *5 | *4 | *3 | *2 | *1 | *0 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 |
| 17+ to 19 | *9 | *8 | *7 | *6 | *5 | *4 | *3 | *2 | *1 | *0 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 |
| 19+ to 21 | *10 | *9 | *8 | *7 | *6 | *5 | *4 | *3 | *2 | *1 | *0 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 |
| 21+ to 23 | *10 | *10 | *9 | *8 | *7 | *6 | *5 | *4 | *3 | *2 | *1 | *0 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 4 |
| 23+ to 25 | *10 | *10 | *10 | *9 | *8 | *7 | *6 | *5 | *4 | *3 | *2 | *1 | *0 | 1 | 2 | 2 | 2 | 2 | 2 | 3 |
| 25+ to 27 | *10 | *10 | *10 | *10 | *9 | *8 | *7 | *6 | *5 | *4 | *3 | *2 | *1 | *0 | 1 | 2 | 2 | 2 | > | 2 |
| 27+ to 29 | *10 | *10 | *10 | *10 | *10 | *9 | *8 | *7 | *6 | *5 | *4 | *3 | *2 | *1 | *0 | 1 | 2 | 2 | 2 | 2 |
| 29+ to 31 | *11 | *10 | *10 | *10 | *10 | *10 | *9 | *8 | *7 | *6 | *5 | *4 | *3 | *2 | *1 | *0 | 1 | 2 | 2 | 2 |
| 31+ to 33 | *12 | *11 | *10 | *10 | *10 | *10 | *10 | *9 | *8 | *7 | *6 | *5 | *4 | *3 | *2 | *1 | *0 | 1 | 2 | 2 |
| 33+ to 35 | *13 | *12 | *11 | *10 | *10 | *10 | *10 | *10 | *9 | *8 | *7 | *6 | *5 | *4 | *3 | *2 | *1 | *0 | 1 | 2 |
| 35 + and up | *14 | *13 | *12 | *11 | *10 | *10 | *10 | *10 | *10 | *9 | *8 | *7 | *6 | *5 | *4 | *3 | *2 | *1 | *0 | 1 |
| | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |

| Creature's Hit Dice | Armor Class Hit | | | | | | | | | | | | | | | | | | | |
|---------------------|-----------------|----|----|----|----|----|----|----|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 | -11 | -12 | -13 | -14 | -15 | -16 | -17 | -18 | -19 | -20 |
| Normal Man | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 30 | 30 | 30 | 30 | 31 | 32 |
| Up to 1 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 30 | 30 | 30 | 30 | 31 |
| 1+ to 2 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 30 | 30 | 30 | 30 |
| 2+ to 3 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 30 | 30 | 30 |
| 3+ to 4 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 30 | 30 |
| 4+ to 5 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 30 |
| 5+ to 6 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 6+ to 7 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 |
| 7+ to 8 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 |
| 8+ to 9 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 |
| 9+ to 11 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |
| 11+ to 13 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 |
| 13+ to 15 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 |
| 15+ to 17 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 |
| 17+ to 19 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 |
| 19+ to 21 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 |
| 21+ to 23 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 |
| 23+ to 25 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 |
| 25+ to 27 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 |
| 27+ to 29 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 |
| 29+ to 31 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 31+ to 33 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 33+ to 35 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 35 + and up | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 | -11 | -12 | -13 | -14 | -15 | -16 | -17 | -18 | -19 | -20 |

Note:

* Misses only on a natural 1. Add the numbers shown to the total damage done by the attack.

Attack Rolls Table (All Characters)

| Class & Level | | | Armor Class Hit | | | | | | | | | | | | | | | | | | | |
|---------------|---------|-------|-----------------|-----|-----|-----|-----|-----|-----|-----|-----|----|----|----|----|----|----|----|----|----|----|----|
| MU | C,E,H,T | D,F,G | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Normal Man | | | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 13 | 16 | 17 | 18 | 19 | 20 |
| 1-5 | 1-4 | 1-3 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 6-10 | 5-8 | 4-6 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 17 |
| 11-15 | 9-12 | 7-9 | *0 | 1 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 15 |
| 16-20 | 13-16 | 10-12 | *2 | *1 | *0 | 1 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 13 |
| 21-25 | 17-20 | 13-15 | *4 | *3 | *2 | *1 | *0 | 1 | 2 | 2 | 2 | 2 | 3 | 4 | 4 | 6 | 7 | 8 | 9 | 10 | 11 | 11 |
| 26-30 | 21-24 | 16-18 | *6 | *5 | *4 | *3 | *2 | *1 | *0 | 1 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 9 |
| 31-35 | 25-28 | 19-21 | *8 | *7 | *6 | *5 | *4 | *3 | *2 | *1 | *0 | 1 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 7 |
| 36 | 29-32 | 22-24 | *10 | *9 | *8 | *7 | *6 | *5 | *4 | *3 | *2 | *1 | *0 | 1 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 5 |
| | 33-35 | 25-27 | *10 | *10 | *10 | *9 | *8 | *7 | *6 | *5 | *4 | *3 | *2 | *1 | *0 | 1 | 2 | 2 | 2 | 2 | 2 | 3 |
| | 36 | 28-30 | *10 | *10 | *10 | *10 | *10 | *9 | *8 | *7 | *6 | *5 | *4 | *3 | *2 | *1 | *0 | 1 | 2 | 2 | 2 | 2 |
| | | 31-33 | *12 | *11 | *10 | *10 | *10 | 10 | *10 | *9 | *8 | *7 | *6 | *5 | *4 | *3 | *2 | *1 | *0 | 1 | 2 | 2 |
| | 34-36 | *14 | *13 | *12 | *11 | *10 | *10 | *10 | *10 | *10 | *10 | *9 | *8 | *7 | *6 | *5 | *4 | *3 | *2 | *1 | *0 | 1 |

| Class & Level | | | Armor Class Hit | | | | | | | | | | | | | | | | | | | |
|---------------|---------|-------|-----------------|----|----|----|----|----|----|----|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| MU | C,E,H,T | D,F,G | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 | -11 | -12 | -13 | -14 | -15 | -16 | -17 | -18 | -19 | -20 |
| Normal Man | | | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 30 | 30 | 30 | 30 | 31 | 32 |
| 1-3 | 1-4 | 1-3 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 30 | 30 | 30 | 30 | 31 |
| 6-10 | 5-8 | 4-6 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 30 | 30 | 30 |
| 11-15 | 9-12 | 7-9 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 30 |
| 16-20 | 13-16 | 10-12 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 29 |
| 21-25 | 17-20 | 13-15 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 |
| 26-30 | 21-24 | 16-18 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 | 24 | 23 |
| 31-35 | 25-28 | 19-21 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 | 22 | 23 |
| 36 | 29-32 | 22-24 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 21 |
| | 33-35 | 25-27 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 |
| | 36 | 28-30 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| | | 31-33 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| | 34-36 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | |

Notes:

- * Misses only on a natural 1. Add the number shown to the total damage done by the attack.
- 1. Although 20 is the maximum unadjusted roll, bonuses may result in a total of 21 or more.
- 2. Armor classes worse than 9 are possible due to Dexterity and magical penalties.

Turning Undead Table (Roll 2d6)

| Undead | Cleric's Level | | | | | | | | | | | | | | | | | |
|------------|----------------|----|----|----|----|----|----|----|------|-------|-------|-------|-------|-------|-------|-------|-------|--|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9-10 | 11-12 | 13-14 | 15-16 | 17-20 | 21-24 | 25-28 | 29-32 | 33-36 | |
| Skeleton | 7 | T | T | D | D | D | D | D | D | D+ | D+ | D+ | D+ | D+ | D# | D# | D# | |
| Zombie | 9 | 7 | T | T | D | D | D | D | D | D | D+ | D+ | D+ | D+ | D+ | D# | D# | |
| Ghoul | 11 | 9 | 7 | T | T | D | D | D | D | D | D | D+ | D+ | D+ | D+ | D+ | D# | |
| Wight | - | 11 | 9 | 7 | T | T | D | D | D | D | D | D | D+ | D+ | D+ | D+ | D+ | |
| Wraith | - | - | 11 | 9 | 7 | T | T | D | D | D | D | D | D | D+ | D+ | D+ | D+ | |
| Mummy | - | - | - | 11 | 9 | 7 | T | T | D | D | D | D | D | D | D+ | D+ | D+ | |
| Spectre | - | - | - | - | 11 | 9 | 7 | T | T | D | D | D | D | D | D | D+ | D+ | |
| Vampire | - | - | - | - | - | 11 | 9 | 7 | T | T | D | D | D | D | D | D | D+ | |
| Phantom | - | - | - | - | - | - | 11 | 9 | 7 | T | T | D | D | D | D | D | D | |
| Haunt | - | - | - | - | - | - | - | 11 | 9 | 7 | T | T | D | D | D | D | D | |
| Spirit | - | - | - | - | - | - | - | - | 11 | 9 | 7 | T | T | D | D | D | D | |
| Nightshade | - | - | - | - | - | - | - | - | - | 11 | 9 | 7 | T | T | D | D | D | |
| Lich | - | - | - | - | - | - | - | - | - | - | 11 | 9 | 7 | T | T | T | T | |
| Special | - | - | - | - | - | - | - | - | - | - | - | 11 | 9 | 7 | T | T | T | |

11, 9, or 7 = number needed to turn successfully
 T = automatic turn, 2d6 Hit Dice of undead
 D = automatic Destroy. 2d6 Hit Dice of undead

D+ = automatic Destroy. 3d6 Hit Dice of undead
 D# = automatic Destroy, 4d6 Hit Dice of undead

Combat Sequence Table

- A. *Initiative*: Each side rolls 1d6 to determine initiative.
- B. *First Side Goes*: The side that won the initiative acts first.
1. *Morale (Optional)*: Monsters and NPCs roll Morale Checks. Also, anyone who needs to make a saving throw vs. an ongoing effect does so now.
 2. *Movement*: Characters who choose to move do so now.
 3. *Missile Combat*: Characters using missile and thrown weapons make their attacks.
 - a. They choose their targets.
 - b. They make their attack rolls.
 - c. They roll damage for any successful hits.
 4. *Magic*: Characters using magic cast their spells.
 - a. They choose their targets.
 - b. Their targets roll saving throws if appropriate.
 - c. The DM applies the results.
 5. *Hand-to-Hand Combat*: Characters fighting hand-to-hand make their attacks.
 - a. They choose their targets.
 - b. They make their attack rolls.
 - c. They roll damage for any successful hits.
- C. *Second Side Goes*: The side that lost the initiative acts now, performing the same five steps.
- D. *Special Results*: The DM announces any special results.

Attack Roll Modifiers Table

| Circumstance | Attack Roll Modifier |
|----------------------------|----------------------|
| Attacking From Behind | +2 bonus * |
| Attacker Can't See Target | -4 penalty |
| Larger Than Man-Sized | -2 penalty |
| Monster Attacking Halfling | -1 penalty |
| Target Exhausted | +2 bonus |
| Attacker Exhausted | -2 penalty |
| * Ignore defender's shield | |



Weapons Table

| Item | Damage | Range S/M/L | Cost (gp) | Enc (cn) | Notes |
|--|--------|----------------|--------------|-------------|----------------------|
| Ammunition: See Ammunition Table | | | | | |
| Axes: | | | | | |
| Axe, Battle | 1d8 | | 7 | 60 | (r),2H,M |
| Axe, Hand | 1d6 | 10/20/30 | 4 | 30 | (t),S |
| Bows: | | | | | |
| Bow, Short | 1d6 | 50/100/150 | 25 | 20 | (a),(m),2H,M |
| Bow, Long | 1d6 | 70/140/210 | 40 | 30 | (a),(m),2H,L |
| Crossbow, Lt | 1d6 | 60/120/180 | 30 | 50 | (a),(m),(s),2H,M |
| Crossbow, Hvy | 2d4 | 80/160/240 | 50 | 80 | (a),(m),(s),2H,L |
| Bludgeons: | | | | | |
| Blackjack | 1d2 | | 5 | 5 | (c),(r),(s),S |
| Club | 1d4 | | 3 | 50 | (c),(r),M |
| Hammer, Throwing | 1d4 | 10/20/30 | 4 | 25 | (c),(t),M |
| Hammer, War | 1d6 | | 5 | 50 | (c),(r),M |
| Mace | 1d6 | | 5 | 30 | (t),(r),M |
| Staff | 1d6 | | 5 | 40 | (c),(r),(w),2H,M |
| Torch | 1d4 | | 1/6 | 20 | (c),(r),S |
| Daggers: | | | | | |
| Normal | 1d4 | 10/20/30 | 5 | 10 | (t),(w),S |
| Silver | 1d4 | 10/20/30 | 30 | 10 | (t),(w),S |
| Stiletto | 1d3 | 10/20/30 | 3 | 5 | (t),(w),S |
| Pole Weapons: | | | | | |
| Halberd | 1d10 | | 7 | 150 | (s),2H,L |
| Javelin | 1d6 | 30/60/90 | 1 | 20 | (t),M |
| Lance | 1d10 | | 10 | 180 | (s),(v),L |
| Pike | 1d10 | | 3 | 80 | (s),(v),2H,L |
| Pole-arm | 1d10 | | 7 | 150 | (s),2H,L |
| Poleaxe | 1d10 | | 5 | 120 | (s),2H,L |
| Spear | 1d6 | 20/40/60 | 3 | 30 | (t),(v),L |
| Trident | 1d6 | 10/20/30 | 5 | 25 | (s),(t),M |
| Shield Weapons: | | | | | |
| Shield, Horned | 1d2 | | 15 | 20 | (s),S |
| Shield, Knife | 1d4+1 | | 65 | 70 | (s),S |
| Shield, Sword | 1d4+2 | | 200 | 185 | (s),(v),M |
| Shield, Tusked | 1d4+1 | | 200 | 275 | (s),2H,L |
| Swords: | | | | | |
| Short | 1d6 | | 7 | 30 | (r),S |
| Normal | 1d8 | | 10 | 60 | (r),M |
| Bastard | | | | | |
| One-Handed | 1d6+1 | | 15 | 80 | (r),HH,L |
| Two-Handed | 1d8+1 | | 15 | 80 | (r),2H,L |
| Rapier | 2d4+1 | | 15 | 40 | (r),M |
| Swordstick | 1d6 | | 10 | 20 | (r),S |
| Two-Handed | 1d10 | | 15 | 100 | 2H,L |
| Other Weapons: | | | | | |
| Bagh nakh | 1d4 | | 45 | 10 | (s),S |
| Blowgun, up to 2' | Nil | 10/20/30 | 3 | 6 | (a),(m),(s),(w),S |
| Blowgun, 2'+ | Nil | 20/25/30 | 6 | 15 | (a),(m),(s),(w),2H,M |
| Bola | 1d2 | 20/40/60 | 5 | 5 | (s),(t),M |
| Boomerang | 1d4 | 40/80/160 | 10 | 50 | (m),(s),(w),M |
| Cestus | 1d3 | | 5 | 10 | (s),S |
| Chakram | 1d6 | 10/20/30 | 1 | 5 | (m),(w),S |
| Holy Water | 1d8 | 10/30/50 | 25 | 1 | (c),(s),(t),(w),S |
| Net | Nil | 10/20/30 | (n) | (n) | (s),(t),(w),M or L |
| Oil, Burning | 1d8 | 10/30/50 | 2 | 10 | (c),(s),(t),(w),S |
| Rock, Thrown | 1d3 | 10/30/50 | 1/10 | 10 | (c),(t),(w),S |
| Sling | 1d4 | 40/80/160 | 2 | 20 | (c),(m),(w),S |
| Whip | 1d2 | | 1/ft | 10/ft | (s),(w),M |

Weapons Table (Notes)

- (a) The weapon's normal load of ammunition is already included in the weapon's encumbrance (bow 20 arrows: crossbow: 30 quarrels, sling: 30 stones: blowgun 5 darts) If you want to vary the number of missiles you carry with the missile weapon, 2 arrows equal 1 cn in encumbrance, 3 quarrels equal 1 cn, 3 sling stones equal 1 cn, and 3 darts equal 1 cn. Therefore, a long bow without arrows has an encumbrance of 20 cn; a light crossbow without quarrels has an encumbrance of 40 cn.
- (c) Clerics may use this weapon. Druids may too, if they can find a form of this weapon with no metal or stone parts.
- (m) Missile weapon; never used as a melee weapon.
- (n) A net's cost and encumbrance are based on its size. Nets cost 1 sp per square foot of surface area and have an encumbrance of 1 cn per square foot. A Medium net (6'x 6") would cost 36 sp (3.6 gp) and have an encumbrance of 36 cn.
- (r) This weapon can be thrown, but is only rarely used this way; only characters at the Expert or greater level of weapon mastery can throw this weapon in combat.
- (s) This weapon has special features; read the weapon description.
- (t) This is a hand weapon that may also be thrown.
- (v) This weapon may be set vs. a charge.
- (w) Magic-users may use this weapon at the DM's discretion.
- HH This weapon can be used either one-handed or two-handed. Used two-handed, it operates similarly to two-handed weapons (i.e. the wielder cannot use a shield when using the weapon this way). However, a character using this weapon, even in its two-handed style, does not automatically lose individual initiative. Halflings and other small races can use this weapon.
- 2H This weapon requires two hands for use. The wielder of the weapon may not use a shield and always loses individual initiative to characters not using a two-handed weapon. Halflings and small races cannot use this weapon.
- S Small weapon.
- M Medium weapon.
- L Large weapon.

Terrain Effects on Movement Table

| Terrain | Movement |
|------------------------------|--------------|
| Trail/road* | 1 1/2 normal |
| Clear/city/grassland | Normal |
| Forest/muddy ground/snow | 2/3 normal |
| Hill /desert/ broken terrain | 2/3 normal |
| Mountain/swamp/jungle | 1/2 normal |
| Ice/glacier | 1/2 normal |

* Roads allow travelers to ignore every terrain modifier except muddy ground/snow

Saving Throw Table: All Characters

| Character Class | Death Ray or Poison | Magic Wands | Paralysis or Turn to Stone | Dragon Breath | Rod, Staff, or Spell |
|-----------------------|---------------------|-------------|----------------------------|---------------|----------------------|
| Cleric/ Druid | | | | | |
| 1-4 | 11 | 12 | 14 | 16 | 15 |
| 5-8 | 9 | 10 | 12 | 14 | 13 |
| 9-12 | 7 | 8 | 10 | 12 | 11 |
| 13-16 | 6 | 7 | 8 | 10 | 9 |
| 17-20 | 5 | 6 | 6 | 8 | 7 |
| 21-24 | 4 | 5 | 3 | 6 | 5 |
| 25-28 | 3 | 4 | 4 | 4 | 4 |
| 29-32 | 2 | 3 | 3 | 3 | 3 |
| 33-36 | 2 | 2 | 2 | 2 | 2 |
| Fighter/Mystic | | | | | |
| Normal Man (0) | 14 | 15 | 16 | 17 | 17 |
| 1-3 | 12 | 13 | 14 | 15 | 16 |
| 4-6 | 10 | 11 | 12 | 13 | 14 |
| 7-9 | 8 | 9 | 10 | 11 | 12 |
| 10-12 | 6 | 7 | 8 | 9 | 10 |
| 13-15 | 6 | 6 | 7 | 8 | 9 |
| 16-18 | 5 | 6 | 6 | 7 | 8 |
| 19-21 | 5 | 5 | 6 | 6 | 7 |
| 22-24 | 4 | 5 | 5 | 5 | 6 |
| 25-27 | 4 | 4 | 5 | 4 | 5 |
| 28-30 | 3 | 4 | 4 | 3 | 4 |
| 31-33 | 3 | 3 | 3 | 2 | 3 |
| 34-36 | 2 | 2 | 2 | 2 | 2 |
| Magic-user | | | | | |
| 1-5 | 13 | 14 | 13 | 16 | 15 |
| 6-10 | 11 | 12 | 11 | 14 | 12 |
| 11-15 | 9 | 10 | 9 | 12 | 9 |
| 16-20 | 7 | 8 | 7 | 10 | 6 |
| 21-24 | 5 | 6 | 5 | 8 | 4 |
| 25-28 | 4 | 4 | 4 | 6 | 3 |
| 29-32 | 3 | 3 | 3 | 4 | 2 |
| 33-36 | 2 | 2 | 2 | 2 | 2 |
| Thief | | | | | |
| 1-4 | 13 | 14 | 13 | 16 | 15 |
| 5-8 | 11 | 12 | 11 | 14 | 13 |
| 9-12 | 9 | 10 | 9 | 12 | 11 |
| 13-16 | 7 | 8 | 7 | 10 | 9 |
| 17-20 | 5 | 6 | 5 | 8 | 7 |
| 21-24 | 4 | 5 | 4 | 6 | 5 |
| 25-28 | 3 | 4 | 3 | 4 | 4 |
| 29-32 | 2 | 3 | 2 | 3 | 3 |
| 33-36 | 2 | 2 | 2 | 2 | 2 |
| Dwarf | | | | | |
| 1-3 | 8 | 9 | 10 | 13 | 12 |
| 4-6 | 6 | 7 | 8 | 10 | 9 |
| 7-9 | 4 | 5 | 6 | 7 | 6 |
| 10-12 | 2 | 3 | 4 | 4 | 3 |
| Elf | | | | | |
| 1-3 | 12 | 13 | 13 | 15 | 15 |
| 4-6 | 8 | 10 | 10 | 11 | 11 |
| 7-9 | 4 | 7 | 7 | 7 | 7 |
| 10 | 2 | 4 | 4 | 3 | 3 |
| Halfling | | | | | |
| 1-3 | 8 | 9 | 10 | 13 | 12 |
| 4-6 | 3 | 6 | 7 | 9 | 8 |
| 7-8 | 2 | 3 | 4 | 5 | 4 |

Character Movement Rates and Encumbrance Table

| Enc (cn) | Normal Speed (feet per turn) | Encounter Speed (feet per round) | Running Speed (feet per round) |
|-------------|------------------------------|----------------------------------|--------------------------------|
| 0-400 | 120 | 40 | 120 |
| 401-800 | 90 | 30 | 90 |
| 801-1,200 | 60 | 20 | 60 |
| 1,201-1,600 | 30 | 10 | 30 |
| 1,601-2,400 | 15 | 5 | 15 |
| 2,401 + | 0 | 0 | 0 |